

97. (Amended) A computer program embodied on a computer readable medium for detecting emotion in a voice by utilizing statistics comprising:
- (a) a code segment that provides a database having statistics including statistics of human associations of voice parameters with emotions;
 - (b) a code segment that receives a voice signal;
 - (c) a code segment that extracts at least one feature of the voice signal;
 - (d) a code segment that compares the extracted voice feature to the voice parameters in the database;
 - (e) a code segment that selects an emotion from the database based on the comparison of the extracted voice feature to the voice parameters; [and]
 - (f) a code segment that receives an input from the user, wherein the input includes a user-determined emotion;
 - (g) a code segment that compares the user-determined emotion with the emotion selected from the database;
 - [f](h) a code segment that outputs the selected emotion;
 - (i) a code segment that determines whether the user-determined emotion matches the emotion selected from the database; and
 - (j) a code segment that awards a prize to the user if the user-determined emotion matches the selected emotion from the database.

13. (Amended) A system for detecting emotion in a voice by utilizing statistics comprising:
- (a) logic that provides a database having statistics including statistics of human associations of voice parameters with emotions;
 - (b) logic that receives a voice signal;
 - (c) logic that extracts at least one feature of the voice signal;
 - (d) logic that compares the extracted voice feature to the voice parameters in the database;
 - (e) logic that selects an emotion from the database based on the comparison of the extracted voice feature to the voice parameters; [and]
 - (f) logic that receives an input from the user, wherein the input includes a user-determined emotion;
 - (g) logic that compares the user-determined emotion with the emotion selected from the database;

[f](h) logic that outputs the selected emotion;

(i) logic that determines whether the user-determined emotion matches the emotion selected from the database; and

(j) logic that awards a prize to the user if the user-determined emotion matches the selected emotion from the database.

Please add the following new claims:

19. (New) A method as recited in claim 1, wherein the user is diagnosed as being autistic.

20. (New) A method as recited in claim 1, wherein the user competes against at least one of: another user and a computer.

REMARKS

Claims 1-18 and new claims 19 and 20 are pending.

Claims 1-4, 7-10, and 13-16 have been rejected under 35 U.S.C. §102 as being anticipated by Breese. Also, claims 5-6, 11-12, and 17-18 have been rejected under 35 U.S.C. §103 as being unpatentable over Breese in view of Dellaert.

Reconsideration of the rejection of claim 1 as being anticipated by Breese is respectfully requested. As amended, claim 1 now recites ascertaining an emotion in a voice by utilizing statistics. Further claimed is the step of receiving input from a user. The input from the user includes a user-determined emotion. In addition, the user-determined emotion is compared with the emotion selected from the database. When the selected emotion is outputted, a determination is made as to whether the user-determined emotion matches the emotion selected from the database. Accordingly, a prize is awarded to the user if the user-determined emotion matches the selected emotion from the database.

Breese does not teach comparing the user-determined emotion with the emotion selected from the database. In addition, Breese does not teach awarding a prize to a user if the user-determined emotion matches the selected emotion from the database. Similarly, Dellaert does not teach awarding a prize to the user if the user-determined emotion matches the